

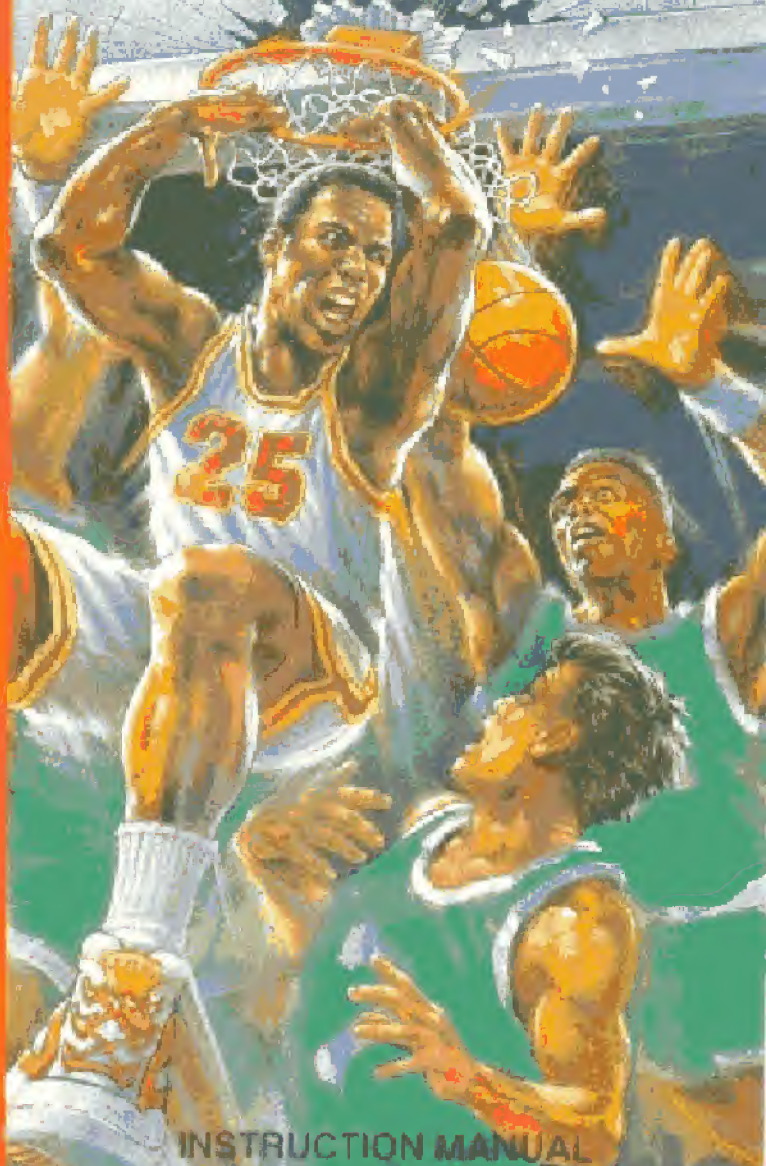
SEGA

GENESIS

KONAMI™

# DOUBLE DRIBBLE®

THE PLAYOFF EDITION™



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA GENESIS SYSTEM





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# AtariGuide

# Congratulations!

You are now the proud owner of **Double Dribble: The Playoff Edition**. Any hoopster worth his weight in gym socks will tell you that you have to know the fundamentals before you master the game, so we suggest that you read this instruction booklet before you begin playing. Remember, your best offensive weapon on the hardwood is your brain. When a 300-pound center stands between you and the hoop, you'll need to know how to use the controller to do an in-your-face windmill dunk. Otherwise, you'll be eating that roundball for lunch.

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## You got skillz?

Okay, so maybe Dr. Naismith didn't envision gorilla dunks, lightning-quick no-look passes, crossover dribbles and devastating defenses. He couldn't have imagined—as he attached those legendary peach baskets to poles—mega-millionaire players with huge commercial endorsements, their own restaurants and record albums bringing this game to international prominence. But it happened. Now you've got stadiums rockin' with the thunder of stomping feet and screaming fans and laser light shows. It's no rock concert, and the stars of these shows don't play guitars.

Imagine a guy weighin' over 220 lbs., standing 6'3"—and he's the smallest player on a team. The big guys are 7', 280+ pounders with body fat percentages smaller than your shoe size, and when they come running down court, you better move it! They'll run over you and dunk the ball and then trot by you with a smile. They live life in the low post. They believe the only high exists above the rim. They have what it takes to be champions, and they'll tell you about their "skillz" as they zip past your weak screen, steal the pass and head down the court to a thunderous finishing 360°, double-pumpin', rim-breakin', dunk-alicious jam. They'll bring their sneaker endorsements and trash talk and movie roles and flashy dribbles and TV talk show appearances and they'll throw it all in your face and say: "I'm your wake up call, rookie."

Are you ready?

## It's time for the real action

Double Dribble™ puts you in the playoffs, where the battle for a national title is on the line. You've got a chance to test your game against teams from the other big league cities and see if you have what it takes. Play through the playoffs by yourself, or use the Sega™ "Team Player" adapter(s) to take on up to seven more players in a game.

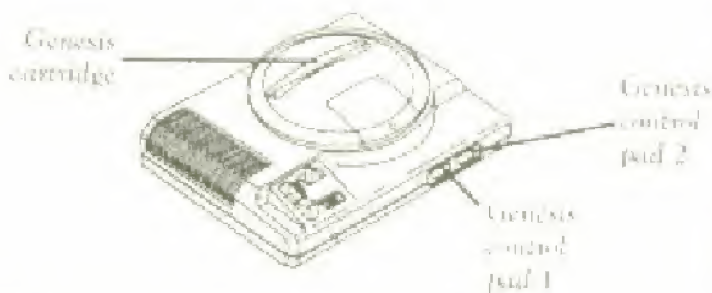
We've put together 192 players with different shooting, ball-handling, stealing, speed, power and stamina ratings. They have what it takes to do the job, if you have what it takes to control them.

## Controls

This game is for 1-8 players.

For a single player, plug the control pad into Control Port 1.

For two players, plug the control pads into Control Ports 1 and 2, respectively.



For 3-4 players, a Sega Team Player™ is required. For 5-8 players, two Team Player™ adapters are required.

## Basic controls

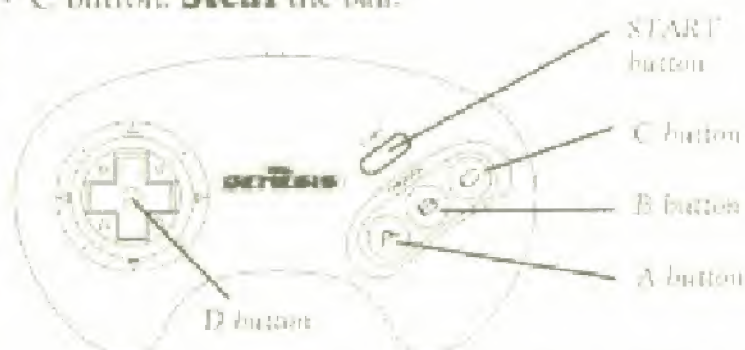
- Direction button (D button): Use to move around the options.
- A,B,C or START buttons: Press to enter selections.

## Player controls—Offense

- D button: **Move** player; fix **pass direction**.
- A button: Press to jump, release to **shoot**. Before shooting, press again quickly to pump-fake or dunk.
- B button: Press to **pass**, or press & hold to keep a player moving in his current direction, then release to pass in the direction of the D button.
- C button: Press in mid-air to shoot or dunk.
- START: Press to pause (and call TIME OUT or FMT).

## Player controls—Defense

- D button: **Move** player.
- A button: **Block** a shot.
- B button: **Change** a player.
- C button: **Steal** the ball.



## How to start

When the title screen appears, press either the A, B or C button on the 1-Player control pad. When the game selection screen appears, choose the mode with the D button, and accept it with the A, B or C button.

**PLAYOFF:** Tournament mode. Single player only.

**EXHIBITION:** Exhibition game for one or two players.

**MULTIPLAY:** A hoopfest for two to eight players!

**SETUP:** Change game settings.



## How to play

### The toss-up

The game starts with a jump ball at center court in the center circle. The highlighted player on your team is the player you control. After the toss, gauge your timing and press the A button to jump. You'll want to hit the ball when it's at the peak of the toss.

## **Offensive controls**

Move your highlighted player with the D button. The player will automatically dribble the ball. Press and **hold** the B button to lock the movement of the player. You can then use the D button to aim your pass. Release the B button to pass the ball. If more than one of your teammates is in the direction of the pass, the closest guy will take the pass.

## **Shooting**

Press the A button and release to shoot the ball.

Tap the A button twice to do a windmill jam or a double clutch shot (effective to fake-out or get past a defender).

## **Dunking**

By moving the D button while in the air you can perform a variety of dunks. See how many super dunks you can pull off!

## **Time-outs and substitutions**

Press the START button to call a time-out. You can only do this when your team has the ball. You are allowed two time outs per quarter.

To make a substitution (you must call a time out first), select a player you want to take out of the game by using the A button. Select your replacement player by using the A button again. The two players will switch places.

If you select EXIT, the game play resumes.



## **Defensive controls**

When your team is not in possession of the ball, your team takes a defensive stance. You can't make player substitutions. Change the player you want to control by pressing the B button.

## **Pause the game**

Press the START button.

## **Blocking a shot**

Use the A button to jump and block a shot.

## **Stealing the ball**

Press the C button. Your best chance at stealing is when you are facing your opponent straight on.

## **The end of the game**

The statistics are displayed at the end of each quarter. Push the START button to start the next quarter. After all four quarters have been played (and one team has won—a tie results in overtime) the game results appear.

In Playoff mode, a password is displayed from the semifinals on.

# Screen view

score of team  
attacking basket  
on right

time  
remaining

score of team  
attacking basket  
on left



shouting ability  
and stamina of  
player with ball

player

shot timer

# Playoff mode

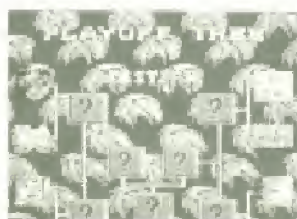
In single player mode, you select a team from among the 16 teams in the league, then play in the tournament against the other teams.

- The first round consists of a best-of-five series (the first team to win three games wins the series).
- The remaining rounds are best-of-seven (first team to win four games).



## From the beginning

1. At the game select screen, use the D button to select **PLAYOFF** and press the A, B or C button to accept your selection.
2. At the **PLAYOFF** screen, press the **START** button.
3. The **PLAYOFF TREE** screen appears. Select a team (with the D button) and accept your selection with the A, B or C button.



4. Next, the **PLAYER SELECT** screen will appear. Choose your team players by highlighting a player with the D button. Press the A button to select that player, then highlight another player with the D button. Press the A, B or C button again to swap the two players.

Repeat this until you are satisfied with your starting lineup.



### Player abilities

**HEIGHT:** Height

**SHOT:** Shooting ability

**STEAL:** Ability to keep or steal the ball

**SPEED:** Running speed

**JUMP:** Jumping strength

**POWER:** Pushing and shoving strength

**STRES:** Stamina and physical conditioning

5. At the end, select **EXIT** to end player selection and start the game.

# Passwords

From the semifinal on, a password is displayed at the game results screen. Record this password and enter it the next time you play to continue from this point.



1. Choose PASSWORD at the PLAYOFF screen. Choose a letter using the D button, and enter it with the A, B or C button. [INS] inserts a space between letters and [BS] back spaces to erase a letter.

2. When you are done, choose END and the game will begin.

*NOTE:* When using the password entry, a different winning team may be your opponent. You are saving your position in the tournament standings, not the positions of all the teams in the tournament.

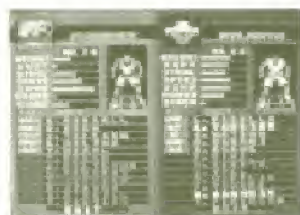
# Exhibition mode

This is a one-game mode against a specific team, either against the CPU or head-to-head with another player:

1. At the GAME SELECTION screen choose EXHIBITION.
2. At the VERSUS MODE screen choose either MAN VS COM to play against the CPU or MAN VS MAN to play against another player, then press the A button to enter.



3. At the TEAM SELECT screen, set the 1P (1<sup>st</sup> player) team first, then the CPU's team (for 2 players, use the 2P controller).



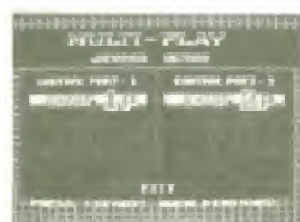
4. At the PLAYER SELECT screen, choose the starting lineup for your respective team.
5. When you are done with the above steps, select EXIT and the game will begin.

## M Multi-play mode

Teams are divided into East and West, and from two to eight players can join in. (For three or more players, the Sega Team Player™, sold separately, is required. For five-eight players, plug the second adapter into Control Port 2.)

1. At the GAME SELECTION screen choose MULTI-PLAY.
2. At the JOYPAID ENTRY screen, use the A, B or C button to lock in the number of players.

After confirming, press the START button.



3. After all the players have entered, they can each select which team (EAST or WEST) they want to play on with the D button.

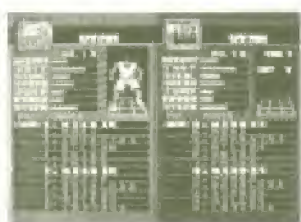


**Note: In Multi-play mode we have allowed you to play a "1-on-1" game, but this game was not created with one-player teams in mind. Multi-play games should be played with at least 2 players per team to maximize the fun!**

The message "Really OK?" will appear. Press the START button again to accept your team. Press any other button to cancel and select teams again.

Each team must have at least one player but no more than five, otherwise, an ERROR message will appear and you will have to do it again.

4. The player selection screen appears next. Select your players here.



Press left/right on the D button to select a team, and then up/down to choose players. Enter your selection (any player in the league) with the A button.

Players 2-8 should use the same method of selection.

5. When all team members have been chosen, a "Y" appears. Press left/right on the D button to toggle between "Y" and "N". Press the A, B, C or START buttons to confirm.

If you have no more changes to make and everything is okay, choose "Y". If any of the players choose "N", the team player settings are canceled and you must start again from step 4.

Once all players select "Y", the game will start.



# Setup mode

Change rule settings before play or arrange tournament teams in the Playoff mode.

## Rule select

At the SETUP screen, choose RULE SELECT.

The configuration screen will then appear:



- **ACTION MODE:** In **ARCADE** mode you play a more exciting, powerful game of hoops because the fouls are turned off! In **NORMAL** mode you play the game with the fouls turned on.
- **QUARTER TIME:** Set number of minutes per quarter.
- **SHOT TIME:** Set the shot clock.
- **BGM MODE:** Choose music or real game sounds.
- **BGM TYPE:** Choose stereo or mono playback. For hardware that cannot use stereo, select **MONO BAL.**
- **EXIT:** After you have the settings the way you want them, select this to return to the title screen.

## Playoff edit

At the **SETUP** screen, choose **PLAYOFF EDIT**. The **TOURNAMENT tree** screen will appear.



Use the **D** button to move the cursor. Press the **A**, **B** or **C** button to select a team to move.

Next, select the team you want to swap and press the **A**, **B** or **C** button again.

Repeat this procedure to set up the tournament tree however you like.

Press the **START** button and the tournament structure will be set.

Finally, select **playoff** and the game will start with your revised tournament tree the way you set it up.

# **A**bout the rules

## **Shooting**

There are three types of shots: three-point field goals, regular field goals (worth two points) and free throws (one point).

## **Three pointers**

If a shot is attempted and made from behind the three-point line (a.k.a. "downtown"), the basket counts for three points.

## **Field goals**

All other shots attempted and made from inside the three-point line are worth two points. These are normal field goals. Most points in a game are scored inside this area.

## **Free throws**

If a player on one team commits a foul against a player on another team, then the man who was fouled gets a free throw at the basket. He stands behind the free throw line and takes his shot without interruption from the other players.

## Statistics screen

Displayed at the end of each quarter.

**SCORE:** Points a player has scored

**REBOUND:** Number of rebounds

**BLOCKS:** Number of blocked shots

**FG:** Number of field goals made / number attempted

**FG%:** Field goal completion percentage

**DUNK:** Number of dunks made

**3 PT:** Number of three pointers made / attempted

**3 PT%:** Three point completion percentage

**FT:** Number of free throws made / number attempted

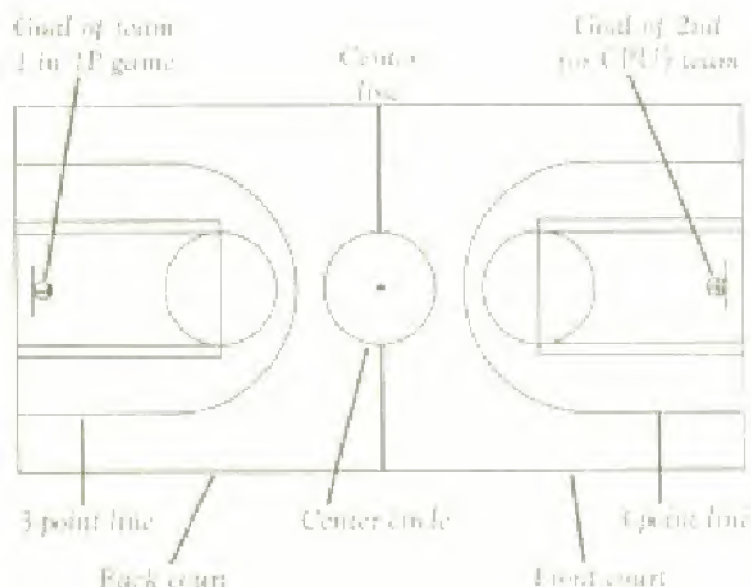
**FT%:** free throw completion percentage

**STEAL:** Number of steals made

By pressing the START button, you can leave the statistics screen.

*Note: Three pointers are counted separately from normal field goals.*

# The court



**T**

## eam introductions

### Utah

E. MORT and F. CRICK are strong players. The other players are of average ability, making this a strong team.

### Minnesota

This is the strongest of all 16 teams, with players of high ability.

### San Antonio

L. MILTON is a very strong player. R. PLANT is great at sinking the three-pointer.

### Houston

Z. TAYLOR, M. PORWIT and S. VALCHIAN are guards with good shooting skills, making this team strong on outside attacks.

### Seattle

This team is fast, but they aren't very physical.

### Portland

This team has players of better than normal athletic ability, but they are fairly low on stamina.

## **Los Angeles**

This team is easy to use with average players. The bench is fairly strong—particularly A. CLARK.

## **Phoenix**

G. Russel is an exciting player, with offensive power that makes him tough to stop.

## **Washington**

This team has great jumping ability. Although their overall abilities are on the low side, depending on your strategy, these guys can play with the best of teams.

## **New York**

They have the strongest defense. Their offense is very tough. Although they are slow and have poor shooters, their game is under the boards with dunks and rebounds.

## **New Jersey**

They have a good balance of offense and defense. A. BELEW is a great shooter, giving the team a strong outside attack.

## **Boston**

Although they are a strong defensive team with strong stealing ability, their movement is fairly slow.

## **Chicago**

S. BOLF and M. GALLO are strong players. Overall, the team has a lack of physical power which makes them weak in a tough, tight game.

## **Charlotte**

Compared to the other teams, Charlotte has an abundance of speed and power. This team is a definite title contender.

## **Cleveland**

All members of the starting lineup are strong 3-point shooters. The problem is, when they're hot, they're hot, and when they're not, they're not.

## **Atlanta**

S. TANCHER is an extremely excellent player, but he's alone on this team. If you keep the ball in his hands, this team can do very well.



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